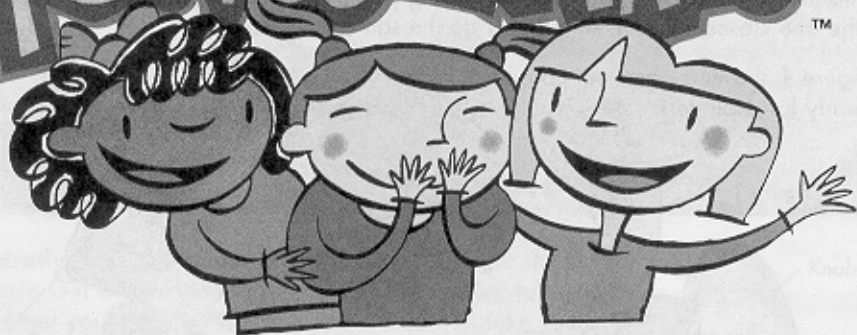


Are You 4 Real?

TM



The game that tests how well you can fool your friends.

For 2 to 4 Players — Ages 9 & Up

What You Do

Take a card. Pick a story starter. Then tell a story! Is it real or unreal? Do your friends believe you, or not? Can you tell if their stories are real or unreal? You'll find out when the votes are counted!

Score points by fooling your friends, and by *not* letting them fool you! To win, be first to move your peg to the end of your path.

What You Get

Electronic talking Reality Checker, 4 Secret Beepers, 60 story starter cards, and 4 pegs

The First Time You Play

Take the game parts out of their bags, and discard the bags.

Insert the batteries: Turn the Reality Checker upside-down. Loosen the screw on the battery compartment door, and remove the door. Insert 3 "AA" batteries (we recommend alkaline), making sure to match the + and - symbols with the ones on the plastic. Then replace the door and tighten the screw.

CAUTION: TO AVOID BATTERY LEAKAGE

- Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Always remove weak or dead batteries from the product.

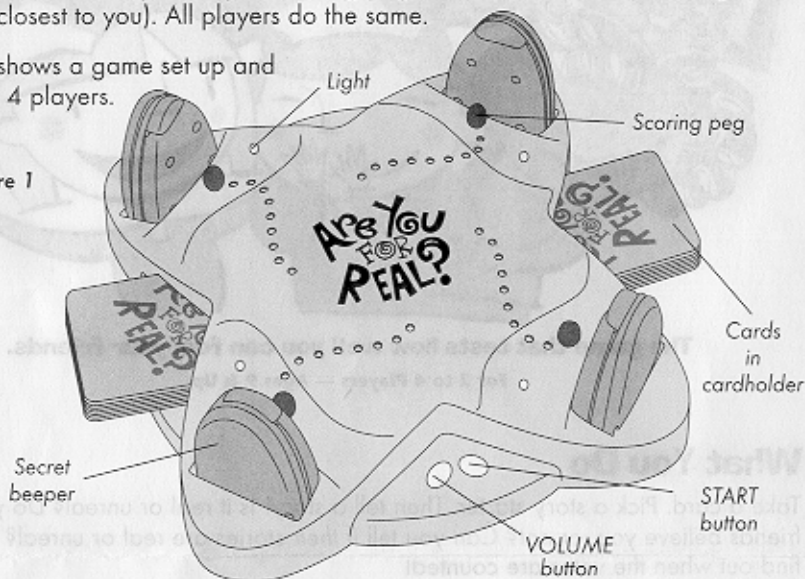
Get Ready!

Shuffle the cards and split them into 2 decks. Place one deck facedown in each of the cardholders.

Take a secret beeper and a scoring peg of the same color. Fit your secret beeper into the slot in front of you. Fit your scoring peg into the first hole in your peg path (the one closest to you). All players do the same.

Figure 1 shows a game set up and ready for 4 players.

Figure 1



Play!

Press the START button. The Game Girl will tell each player to remove her secret beeper, then replace it. Now she knows how many of you are playing, and where you're sitting! **Important:** Whenever you put your secret beeper into its slot, make sure it clicks into place.

The Game Girl will now ask the first player to draw a card and tell a story. Watch the little light in front of you. If it's blinking, she means you!

ON YOUR TURN AS THE STORYTELLER

Choose a story starter. Grab the top card from either deck. Check out the 3 story starters. Then pick any one of them to tell a story about.

Tell your story! The Game Girl will give you about a minute and a half to tell your story. It can be short and simple, or chock full of juicy details – you decide! Just try to remember, it's not the time to tell your *whole life story!* The Game Girl will "nudge" you a couple of times as a gentle reminder to wind it up.

Really important storytelling rule: Your story can either be *real* (an honest-to-goodness, cross-your-heart, true-blue tale), or *unreal* (a big, fat, out-and-out fib). Keep in mind that you're trying to *fool your friends*. Can you make a real story sound too outrageous to be true? Can you make a made-up story sound like the real thing? In this game, that's the way to score lots of points!

About the Story Starters



The last thing the Game Girl wants is to put her girlfriends on the spot. That's why you get a choice of 3 story starters on each card. No one should feel like she has to relive a super-embarrassing moment, or tell a story she's *just in no mood* to share with the universe! So pick the story starter you're most comfortable with. (Remember, you can always make up a totally fake story.) You can even ditch your card and try the next one, if everyone says it's ok. (Just don't do it too often, or you could get a reputation for being a whiny-baby.)

Secretly 'fess up! When you're done telling your story, the Game Girl will ask you to use your secret beeper to record whether your story is real or unreal. To do this, take your secret beeper out of its slot, open it up, and turn the knob to the REAL (R) side or the UNREAL (U) side. Don't let anyone see what you're doing! Then close up your beeper and put it back into its slot. See Figure 2.

Your friends vote: Now the Game Girl will ask your friends what they think. They'll each take their secret beepers out of their slots and open them up. Then they'll secretly record whether they thought your story was true or false, by turning the knob to the REAL (R) or UNREAL (U) side. After they vote, they'll close up their beepers and return them to their slots. Keep those votes secret, girlfriends!

The votes are in! The Game Girl will now reveal how each player, in turn, voted. Each player's light will light up — green if she voted real, red if she voted unreal.

Then, after a suspenseful drum roll, the Game Girl will reveal whether your story was real or unreal. Who got fooled, and who didn't? Players whose lights match yours guessed right. Players whose lights don't match yours guessed wrong. The Game Girl will tally the votes.

Scoring: Each player who guessed right gets to move her peg one hole ahead. The storyteller gets to move her peg ahead one hole for each player who guessed wrong. The Game Girl will tell each scoring player, in turn, how many holes to move her peg. (When the light in front of you blinks, she means you!)

At the end of your turn as the storyteller, slip your card facedown into the bottom of either deck. Now it's the next player's turn to be the storyteller! (Each player's light will blink when her turn comes up.)

How to Win

Keep playing until a player moves her peg into the last hole in her peg path. The Game Girl will say, "We have a winner!" The light in front of the winning player will blink.

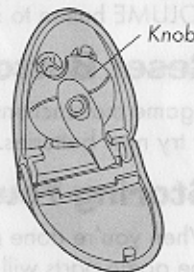


Figure 2

If two players reach the last holes in their paths on the same turn, the Game Girl will say, "We have a tie!" The tying players' lights will blink.

Starting a New Game

To start a new game anytime (even in the middle of a game), just press the START button. Make sure you place the pegs back into their starting holes.

Automatic Shutoff

If there's no action for a couple of minutes, the game will shut off automatically. To start up the game, press the START button.

The Volume Button

The game has 2 volume settings: normal and quiet. Press the VOLUME button to set the sound just the way you want it.

Reset Button

If game malfunctions, push in RESET (on back of Reality Checker) or try new batteries.

Storing Your Game

When you're done playing, remove the secret beepers from their slots. The game parts will fit right back into the box, for easy storage.



FCC STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (tollfree). Canadian consumers please write to: Hasbro Canada, PO Box 267, Station A, Longueuil, Quebec J4H 3X6.

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